MaUsE
Macintosh Users East

August 2008 MaUsE DoubleClick

Terminally Cute Cats in Hats Issue

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From The Editor

What you are looking at is the August 2008 edition of the MaUsE DoubleClick newsletter from the Macintosh Users East, (MaUsE), a motley collection of mostly harmless cranks who reside in Southern Ontario with their motley collection of old and new Macintosh computers.

The August 2008 DoubleClick is published using a 2.8 GHz Aluminum iMac and **Quark XPress 7.31**. A Kodak DX7590 is used for all pictures. Everything not specifically attributed to someone else can be blamed on me. Back issues can be downloaded from the <www.mause.ca> website. Submissions from MaUsE Club members are almost always welcome.

Send articles to me at < mause.doubleclick@gmail.com >, especially if there are files or pictures attached. I have never refused a submission yet. There is always room for another piece on ANY Mac-related topic and I'll make room if there isn't. I would like your submissions. But I won't beg.

Unless attributed to someone else, everything scathingly brilliant in the DoubleClick is written by the Editor.

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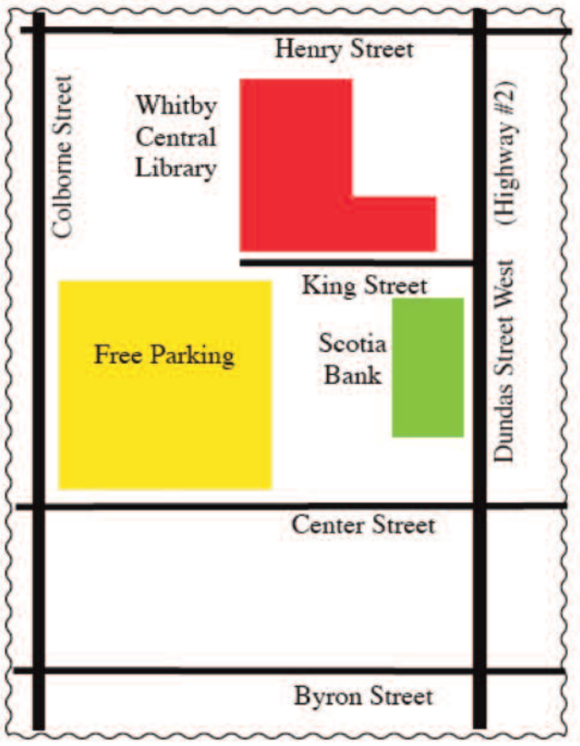
No Meeting Notice

There are no regularly scheduled MaUsE Meetings in the Summer months of July and August. However the MaUsE Exec are still here and still active so feel free to drop us a line. There will be summer issues of the DoubleClick and I welcome submissions from all MaUsE Members. There will be no photos from the MaUsE Meeting in this issue but these will be a report from the MaUsE Exec BBQ hosted by Bruce and Carol Cameron in Orono. And there will be articles about new happenings at Apple, book reviews for books donated to our MaUsE Resource Library, and information about software updates.



None of us are getting any younger. In order to make the DoubleClick easier to read I have boosted the font from the 11 point Arial that I have been using to 12 point Helvetica and changed the page size to 11 X 11 inches. Aaron says that Helvetica is a superior font.

The September 2008 issue will probably be short as well but it will include my first impressions of the new QuarkXPress 8.

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The month of August was named after me, Augustus Caesar. As rich and powerful as I was at the height of my power when I ruled Rome and Rome ruled the world I never ate fruit out of season or rode a bicycle. I did not own a Japanese motorcycle or have any friends who owned a Japanese motorcycle. I did not use deodorant, smoke cigarettes or drink Coca-cola. I lived in perilous times and made the best of it. You would do well to follow my example.

If you are living in or near the Durham Region of Southern Ontario and using a Macintosh computer or iPod and are not yet a member of MaUsE, you can use the information found on the second page of this newsletter to get MaUsE meeting info and to get in touch with a member of our executive to find out how to join the fastest growing Mac user group in the Greater Toronto Area.

The MaUsE Membership fee is $45.00 per year and meetings run from 7:00 P.M. to 9:30 P.M. on the fourth Wednesday of each month. See the second page of this issue for details. There is enough information on our website <www.mause.ca > to get you started and indicate the topics being presented at the next MaUsE meeting. If you just want to attend a few of our monthly meetings before committing, please feel free to join us at the new central Whitby Library at 7:00 P.M. on the fourth Wednesday of every month (except July, August and December). The new Whitby library where we meet is located at the intersection of Henry Street and Dundas Street West just a few blocks west of the four corners in Whitby. Our meeting room is right behind the Coffee Shop. We have a big welcome to new MaUsE Members and anyone contemplating joining.

MaUsE Meetings are open to the public and admission is free but eligibility for winning valuable MaUsE Raffle prizes at our monthly MaUsE Meeting Raffles and receiving (limited) technical assistance are available only to paid-up MaUsE club members. All members of the MaUsE club can present on any Mac-related topic or put on a demonstration of their software at MaUsE Meetings, participate in MaUsE club activities, and request copies of software to review. Other privileges of membership are listed on our < www.mause.ca > website and include the right to borrow from the extensive MaUsE Club Library and to submit articles to this excellent newsletter.

We also provide MaUsE Members with access to an email Topica List where MaUsE Club members can post their software and hardware questions and ask for technical support if their computer is behaving badly. And we get offers of discounts from software companies because we are registered MUG (Macintosh User Group) members.

Michael Shaw < ducati860@gmail.com >

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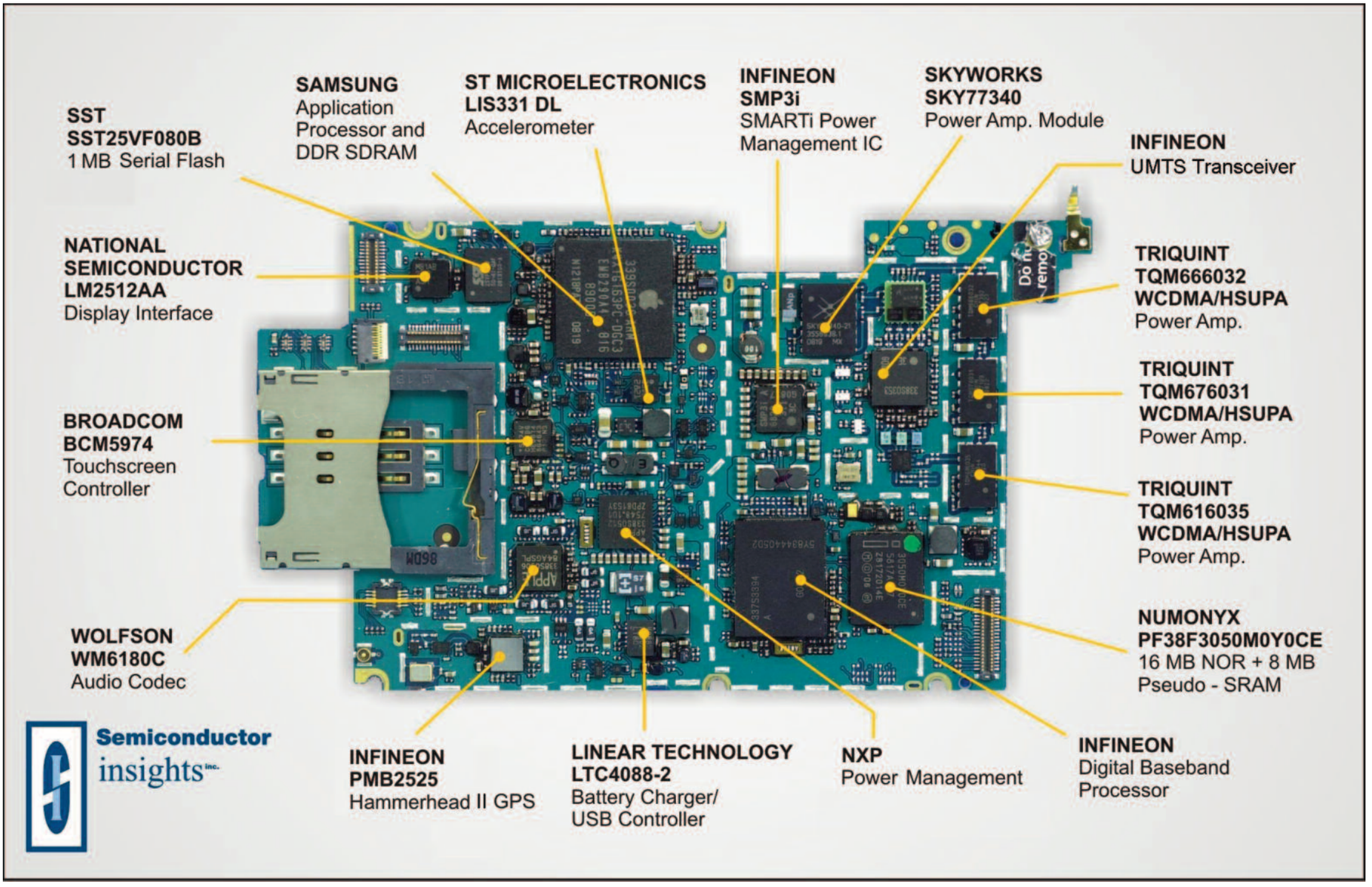
The BIG News in Pictures From Apple, Part 1:

The iPhone G3

For those of you who spent the entire month of July 2008 either on an Antarctic ice flow or stuck down a mineshaft, and therefore were not caught up in the latest new wave of must-have electronic consumerism, (and who therefore do not yet have an iPhone to cuddle up to) I have included a naughty picture of the new Apple **G3 iPhone** the way it looks at its best: **stark raving naked** ! Just look at those accelerometers and power amplifiers !

Just look at those magical chips: A search on Google for pictures of the new Apple iPhone G3 will bring up oodles of pictures of its plastic case and sleek and shiny exterior, yellow screen and all, but for the real story you have to get deeper than skin-deep. You have to look into the very silicon intestines of the beast to see true beauty. And here they are in all their glory. As you can see, the new iPhone G3 is one totally sexy piece of technology: compact, neat and robust. I have seen things framed and hanging on the walls in the Museum of Modern and Contemporary Art and the Louvre that were far less inspirational than the picture below.

Aaron showed me his new iPhone G3 just after he got it and I must say it was not easy to stifle my enthusiasm. Even so, there is no way you can tell by looking at the demure new iPhone exterior what wonderful geekiness lurks inside the sleek plastic exterior.



GrandpaChris' Apple TV Experience

Hey Miss Mary it's just arrived. Our Apple TV. Cool eh? .... Yes we can.

You are about to rent "300" in High Definition with Dolby Digital 5.1. You will have 30 days to start watching the movie. After you start watching the movie, you'll have 24 hours to finish it. This movie can only be watched on Apple TV.

What is Apple TV, you ask? It's a small white box that connects hi-speed internet to your wide-screen High-Definition TV. Applications allow you to watch your home movies located on your home computer, to order and watch movies and to buy music from Apples iTunes store or to download free Podcasts, surf **www.YouTube.com** videos, and search both sites. All this is wireless.

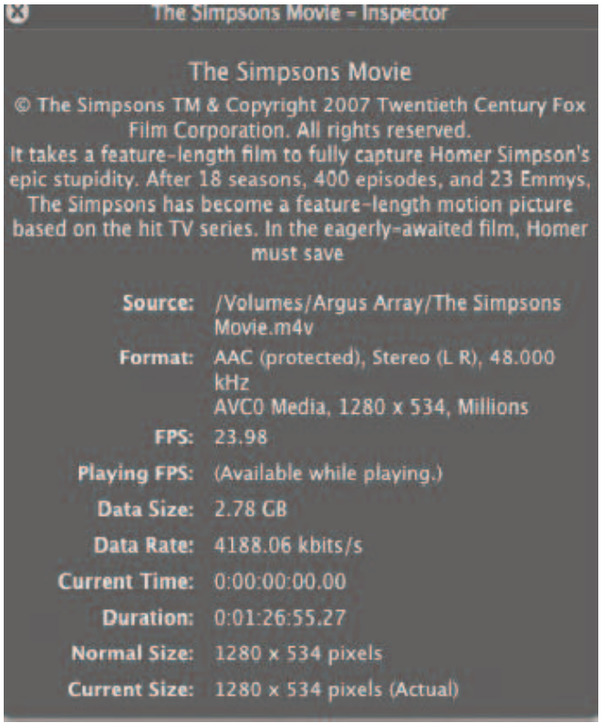
See: **www.youtube.com/user/grandpachris.**

It's a poor weather weekend and we wish to see a movie. Grandpachris and Miss Mary could go to downtown to rent a DVD and discuss which to rent: A chick flick or something that **he** likes. Or, he can stay at home and rent from iTunes. Apple TV provides better-than-DVD-quality 720p content.

Apple defines HD as 720p output to your TV via HDMI cable or red/green/white and stereo audio cables. Any TV with these input can use Apple TV. Assuming you have a current generation HDTV, any HD rental from iTunes will look better than a DVD rental from your local video store. The quality is amazing.

Source	Aspect	Resolution - Actual	Resolution - Display	Bit Rate
Legacy Titles	4 : 3	640x480	640x480	~1600kbps
	16 : 9	~640x352	~640x352	
	2.35 : 1	~640x272	~640x272	
New Releases	4 : 3	640x480	640x480	~1600kbps
	16 : 9	640x480	854x480	
	2.35 : 1	~640x356	~854x356	
HD Content	16 : 9	1280 x 720	1280 x 720	~4000kbps
	2.35 : 1	~1280 x 544	~1280 x 544	

As you can see, you can have HD or Standard Definition from iTunes Store. Prices are a dollar or two higher for HD quality but well worth the extra cost.


The Simpsons Movie - Inspector
The Simpsons Movie
© The Simpsons TM & Copyright 2007 Twentieth Century Fox Film Corporation. All rights reserved.
It takes a feature-length film to fully capture Homer Simpson's epic stupidity. After 18 seasons, 400 episodes, and 23 Emmys, The Simpsons has become a feature-length motion picture based on the hit TV series. In the eagerly-awaited film, Homer must save
Source: /Volumes/Argus Array/The Simpsons Movie.m4v
Format: AAC (protected), Stereo (L R), 48.000 kHz
AVC0 Media, 1280 x 534, Millions
FPS: 23.98
Playing FPS: (Available while playing.)
Data Size: 2.78 GB
Data Rate: 4188.06 kbits/s
Current Time: 0:00:00:00.00
Duration: 0:01:26:55.27
Normal Size: 1280 x 534 pixels
Current Size: 1280 x 534 pixels (Actual)

Fancy features of Apple TV 2.1 are the remote control, via WiFi, of play, skip, pause, shuffle and search from any iPhone or iTouch. You can browse through your iPhoto collection easily on your High-Definition TV via Apple TV. Apple TV comes with a small remote for setting up the system, creating iTunes or home Mac or PC connections.

I can watch movies in creation from the office workstation on our HD TV while work is in progress. This gives me a break from producing another sure-fire award-winning GrandpaChris video. All this is done wirelessly.

Along with Apple TV I bought an extender for our wireless network. It is an refurnished AirPort Express Base Station with 802.11n. I buy all of my stuff from **www.apple.ca** refurbished lists. Of course, someone with a 100W YAGI JAMMER running 2.4GHz and 5.8 GHz can mess up our 'n' wireless network but then I'll just go back to CAT5/6 cable and a tin hat.

Cheers
GrandpaChris

Article Submitted by Chris Greaves

The BIG News in Pictures From Apple, Part 2:

The App Store

Despite a few hiccups and stores running out of inventory, Apple was able to sell one million 3G iPhones worldwide across 21 countries its first three days on sale. During that same time, owners of both the new and old iPhone were able to download 10 million apps from the newly launched **App Store** on iTunes. The App Store is an application for the iPhone and iPod touch created by Apple Inc., which allows users to browse and download applications that were developed with the iPhone SDK. They are available to purchase or for free, depending on the application. The applications are downloaded directly to iPhone or iPod touch. Whilst Apple has stated that they do not expect to profit from the store, it has been predicted that the App Store could create a profitable marketplace with revenue exceeding US$ 1 billion dollars annually for the company.

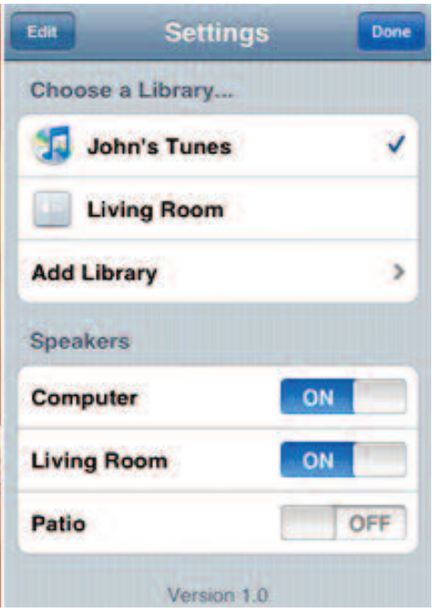
The App Store opened early in the morning on July 10, 2008 via an update to iTunes. Applications were immediately available for download at that time. However, iPhone and iPod touch software version 2.0 was not yet available through Software Update, making the applications unusable. The iPhone software version 2.0 was released on July 11, 2008, and applications were able to be transferred onto the newly updated devices. Applications designed for iPhone are nothing short of amazing. That's because they leverage the groundbreaking technology in iPhone like the Multi-Touch interface, the accelerometer, GPS, real-time 3D graphics, and 3D positional audio. Just tap into the App Store and choose from over 500 applications ready to download now.

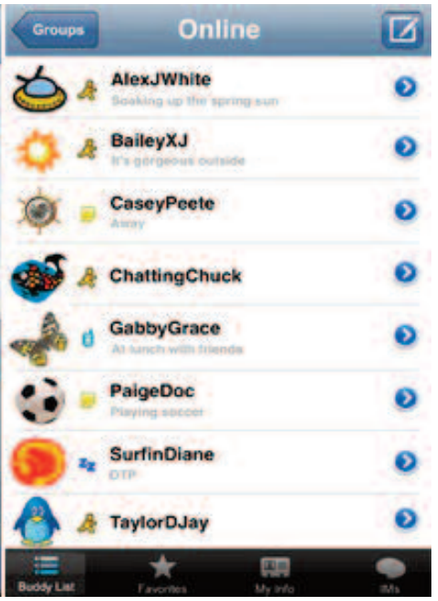
No matter what you're interested in—gaming, chatting, social networking, traveling, news, sports, finance, or business—there are bound to be iPhone applications made especially for it. And since developers are always creating new applications, there's always more for you to discover. And more that your iPhone can do. Downloading applications to iPhone is easy. Just tap the App Store icon, browse whatever categories you're interested in, then download your purchases wirelessly — and in some cases, free. Once you own an application, the App Store automatically notifies you when there's an update. You can even shop for applications on iTunes, then sync them to your iPhone.

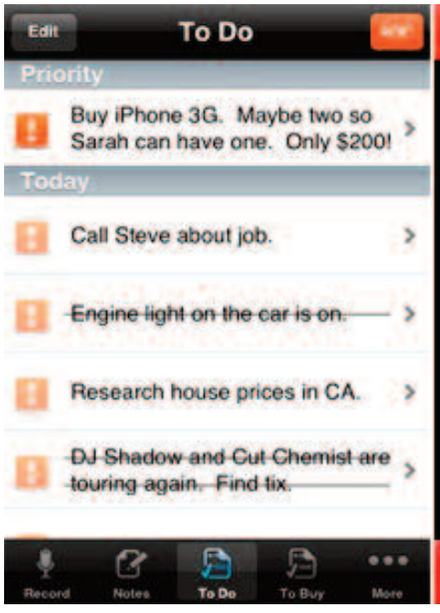
Check out these Apps :

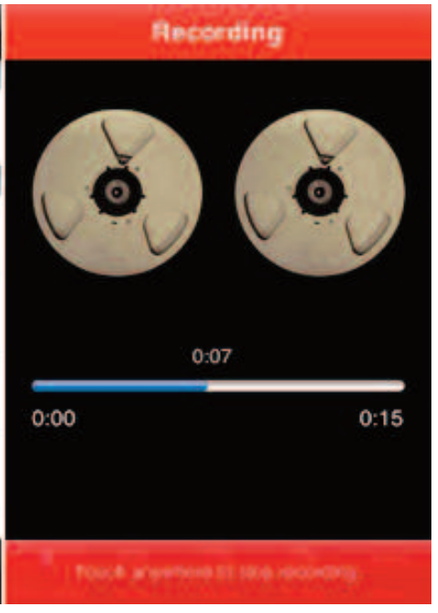
Remote (Apple Inc.)

Remote is Apple's official response to third-party AJAX such as Remote Buddy that ran on the original iPhone and iPod Touch OS. Remote Buddy was great, but Remote is stupendously useful. It works over your Wi-Fi network, giving you browseable access to the entire iTunes library on any Mac, PC or Apple TV in your house. Just flick and pick songs and playlists as if you were browsing the content on the iPhone itself, and it will play through your computer. Remote works from anywhere on your network, and it's the best argument yet for hooking your computer into your stereo.









AIM (AOL)

AIM finally brings instant messaging to the iPhone and iPod Touch (and it will probably eliminate the need for a lot of text messaging from the iPhone). AIM for the iPhone is not such a sophisticated IM client, but for those who rely on IM for their social and business interactions, it's a sorely needed addition.

Jott (Jott Networks)

Jott is a Web-based transcription service based on the phone-based transcription service that Jott has previously developed. You speak into your iPhone/iPod Touch, and the audio file heads into the data cloud for transcription, the comes back to your phone as a text file. It's a great, on-the-go organizing tool, since the program can subsequently turn those transcribed notes into an instant to-do list.

http://www.apple.com/ca/iphone/appstore/

MaUsE Exec BBQ

On July 26th it rained early in the morning in Oshawa, signalling the beginning of a parade of dark cloud formations that galloped across the Durham Region and up across Orono towards Peterpatch. It was sunny enough from 9 to 11 AM to lure garage salers into a false sense of security and then it rained like a son of a bitch in short, violent wet bursts off and on for the rest of the day until suppertime. Great day for a barbecue up at Bruce & Carol Cameron's in scenic Orono. A good time was had by all. Thanks to Bruce & Carol.

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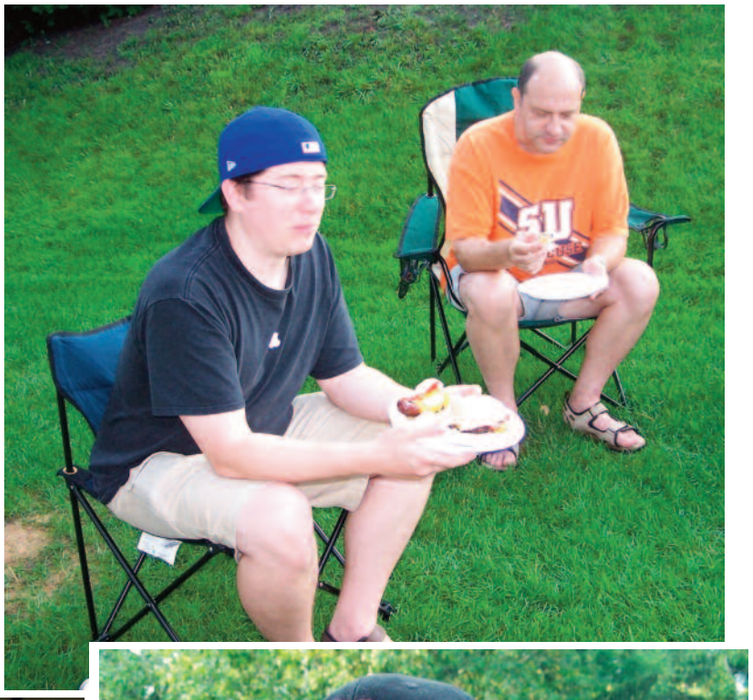

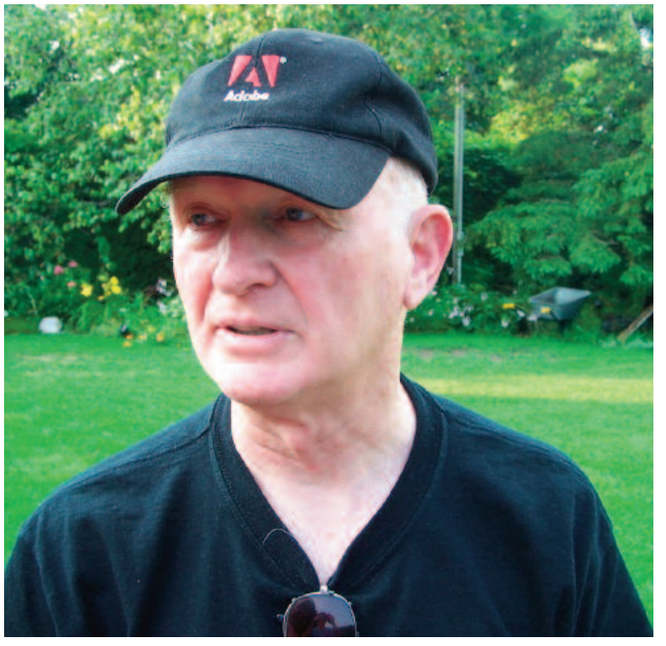

The BIG News in Pictures From Apple, Part 3 : **Psystar**

In several past issues early in this year I wrote about the MacClones of Psystar, a Florida-based group of intrepid computer builders who were selling Macintosh clones for as low as US $399.00: computers that they claimed would run Mac OS X 10.5. Psystar began selling them in April 2008 despite the fact that Apple's Mac OS X licensing agreement expressly forbids companies other than Apple to do so.

I have three beautiful PowerPC 604e Macintosh clones (one made by PowerComputing and two by Daystar) and so I watched this event with great interest. **I even wrote to Psystar and asked them if I could have one of their computers to try out and write about.** I guess I was insufficiently persuasive because I never got a reply or a computer.

The worm has finally turned, to coin a phrase. Apple is now suing Psystar. **Apple wants Psystar to not only stop selling their Macintosh clone machines, but to recall all those sold, in addition to paying Apple monetary damages and attorney's fees.**

Apple filed suit on July 3, and said that ***"by misappropriating Apple's proprietary software and intellectual property for its own use, Psystar's actions harm consumers by selling to them a poor product that is advertised and promoted in a manner that falsely and unfairly implies an affiliation with Apple."*** Apple used comments from reviews to justify calling Psystar's products "poor".

The lawsuit comes as no surprise and there have been many people in the industry who wondered what took Apple so long. It will be interesting to see how Psystar manages to sidestep the demand from Apple that they recall all of the computers they have sold. If I had one I would be very reluctant to send it back unless there was some really compelling financial reason to do so.

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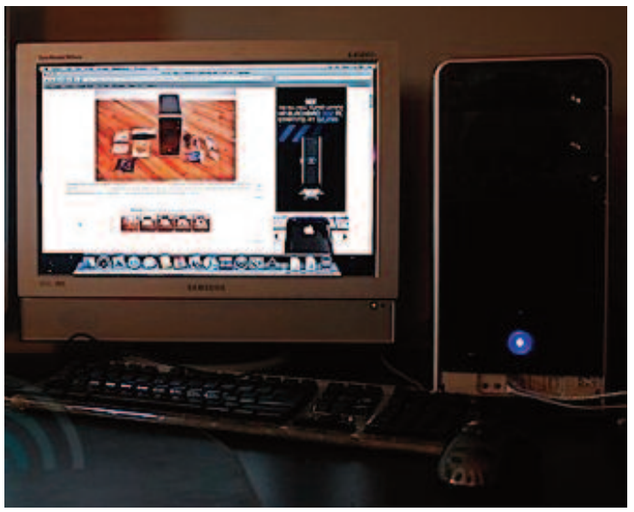
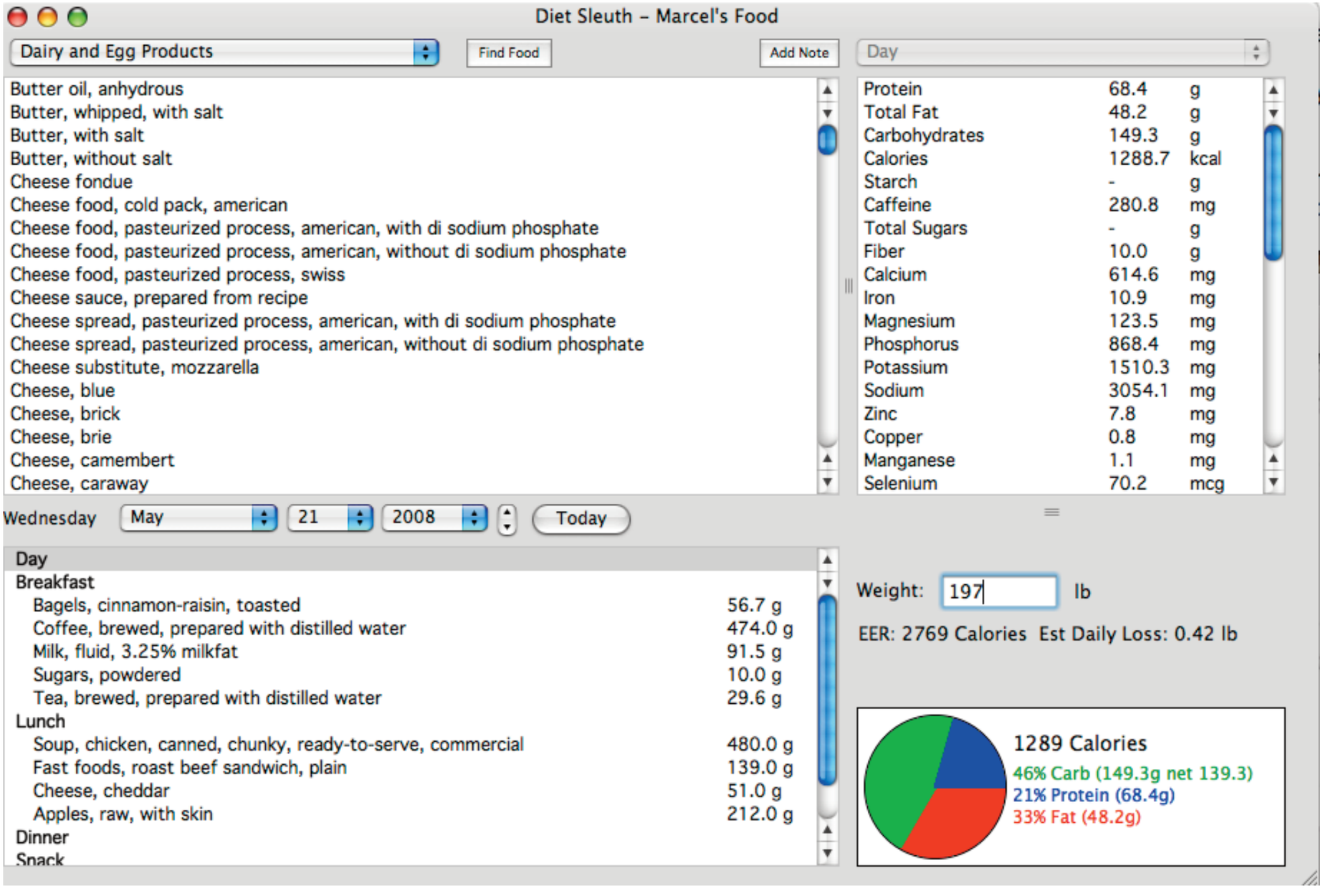


Diet Sleuth

Many of us are concerned about our weight. When we worry about our diet, two definitions of the word come to mind. A diet is a controlled regimen of food and drink, as to gain or lose weight or otherwise influence health. This is what we do when we go on a diet. I feel the other definition is of more importance to our daily routine. A diet is simply the food and beverages a person or animal consumes. Your diet is what you eat. Keeping track of this goes a long way to controlling your weight and influencing your health. It would answer questions like "Am I getting the right amount of daily calcium?" or "How much cholesterol am I ingesting?". Diet Sleuth is an application which allows you to track your nutritional intake for a given day. It provides information on the calories, fat grams, carbohydrates and protein within each food. It can easily be used for either definition of the word diet.

When you start Diet Sleuth, you will be asked to create a blank logbook. Select "New Log" from the "File" menu. You will then be asked to name your log file. If more than one person is going to use Diet Sleuth, you each need to create your own log file. Thus the diet you are monitoring is yours and yours alone. Once you have created your log file, which may take a minute or so, you will be taken to the main window. Next time you want to open Diet Sleuth you can click on either the Diet Sleuth icon or better still your own log file icon.

You will use the main window to do most of your work. When I started up for the first time, I had eaten a bagel and had a cup of coffee and a cup of tea. These had to be placed in the breakfast area for this day. I used the search button to add all of these to my input. I was able to use grams and fluid measures to make my choices. I was easily able to view my breakfast total of not only calories but almost any-



thing else I might be concerned about. There was a coloured pie graph in the bottom right corner which allowed me to visualize my diet. If I clicked on the coffee, the pie graph revealed only the coffee's data. When I clicked on breakfast, the pie graph reflected the the total of all. I could see right away that the Diet Sleuth would be a quick and easy way to track my food for the day. The next day, I was able to cut and paste my breakfast data, since it was the same as the previous day's menu. Diet Sleuth allows data to be placed into the three meals of the day as well as a snack area and another slot if need be. Just the idea of having to input that snack item might be a deterrent to actually eating it.

Diet Sleuth comes with a short but very informative users manual (pdf). I strongly suggest reading this before you go too far into the program. There were a few things in it that I would like to pass along to you. Since your log file is being accessed everyday, it may become corrupted from this amount of use. It is suggested that you click 'Backup log file after each use' which is found in the "Preferences". This way if something goes wrong with your data, you will not lose all the other days. The main menu has a box where you can enter your present weight. If you also fill in data from the "Personal Info" choice found under the "Edit" column in the menu bar, Diet Sleuth will attempt to predict how much weight you may have lost on that day.

Most of us eat from a small selection of food. Diet Sleuth has a food category called "Favorite Foods". You can place your most common meals here to make it easier to find. The more you use Diet Sleuth and all its functions, the easier and faster it will become. Diet Sleuth has over 6,000 foods in its database. Even with this size of database new food items will have to be added. To do this choose "New Food" from the "Food" column in the menu bar. You will have to have some idea of what caloric value this new item will have. Hopefully, you will not need to use this choice very often.

The last features I will write about are the graph and printing. By selecting "View Graph" from the "File" column of the menu bar you are able to graph your daily changes. This choice is not limited to only your weight or your calories. You can graph any item from the nutritional data like calcium or cholesterol. It is always interesting to see changes graphically. You can also make a print report of your diet if a hardcopy is more to your liking. A lot of choices as to what you can put into the report are found in the 'Preferences'.

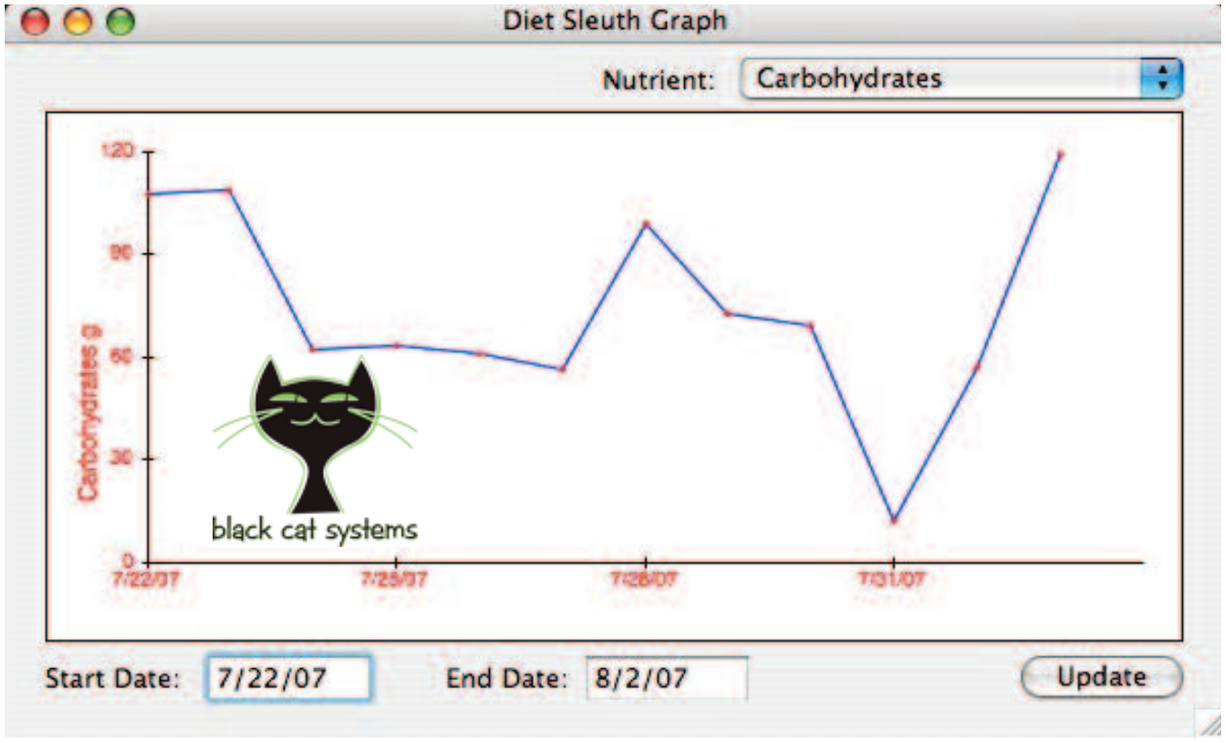
Black Cat Systems offers a variety of software programs and products, representing the diverse talents and interests of its developers. Most of their programs are available for both Windows and the Macintosh. Products are listed at:.

http://www.blackcatsystems.com/index.html

All of their software programs are available for download to try out before you buy.

All in all, Diet Sleuth does exactly what it is supposed to do. It allows you to track your daily input. This requires diligence on your part. Don't get Diet Sleuth unless you are serious about your 'diet'. There are three versions of Diet Sleuth; for Mac Classic (OS 8.6 or better), for Mac OS 10.2 and up and for Windows. You can download a copy of Diet Sleuth for absolutely free from **http://www.blackcatsystems.com/download/diet.html**. Give it a try, see how information packed and easy it is to use. If you decide that you find it useful, go ahead and buy your copy for $34.99. If for some reason you decide Diet Sleuth isn't for you, just throw away your copy. After all diet is something we all are concerned with.

Article Submitted by Marcel Dufresne



Commercial Graphic Design is Not Self-expression

Article By CHUCK GREEN

Take a look at your design portfolio. Does piece one for client A have distinct similarities to piece one for client B? By that I mean, do the pieces share similar concepts and/or layouts? Do the same typefaces, color palettes, and types of imagery appear project after project? Is there a "look and feel" that permeates everything you do? If so, there could be a problem.

Why? Because each client deserves a unique solution to their specific problem. We should not be shoe-horning the client into our vision, our job is to help them develop a vision of their own. Advertising and marketing is not about its creator, the designer. It is not even its sponsor, the client. It is about its audience, the prospects—the people we want to take notice and move to action.

Don't get me wrong, there are times when a formula solution is perfectly acceptable. Not everyone can afford the time and expense it takes to create a unique approach. As long as the client knows they are getting a formula solution to their problem, that's fine. But even then, if we apply the same look and feel to the solution, we lessen its impact.

The truth is, the sum of a truly creative equation is never the same. When you multiply a client's unique product, service, or idea by its one-of-a-kind audience, and add its unique position in an ever-changing market, it is virtually impossible to arrive at the same solution for any two organizations.

Here are a few ways to keep your solutions new and fresh:

1. Retain your anonymity.
Think of yourself as a ghostwriter. The challenge is to apply your skills for communicating ideas to the client's project without anyone realizing it—to make the transfer seamless. Remember, it's not about the designer. Our job is to raise the stock of the client in the consumer's eyes, not to leave them wondering who designed the client's brochure.

2. Keep your opinions to yourself.
A client project is not the place to express your personal political views, moral opinions, or to vent a provocative sense of humor. It is amateurish to base a message on material that you know will provoke a negative reaction from a significant number of a client's prospects for nothing more than attracting attention. Let me say that again: gambling a client's reputation for the sole purpose of attracting attention is the sign of an amateur.
To the client: Why would you ever settle for an approach that is guaranteed to turn off a significant percent of your audience? Opinionated, provocative solutions that offer no critical advantage reveal the author's lack of creativity and marketing know-how—whether it is small design studio or one of the world's top ten advertising agencies.

3. Keep opening new doors.
It is difficult to discover a brilliant solution for one client and restrain yourself from applying it to the next—but that is the challenge. You come in the next morning, paint over the last solution, and start with a clean canvas. To be clear, we certainly need to apply what we learn through our successes. But the gauge of a good designer is their ability to devise different approaches to similar problems.
That said, don't blame the messenger for the message. The reason I raise this issue is because I struggle with it myself. No one is immune from the desire to grab some of the spotlight for themselves. I simply propose you delegate self-expression to the design of your workspace, to a side business for developing your own products, and to sharing your opinion through articles, books, and blogs. That you consider the proposition that day-to-day work for clients is not the place for self.

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Chuck Green is the author of five design books including **The InDesign Ideabook**, (ISBN 0966958756) and **Design-It-Yourself: Graphic Workshop** (ISBN 1592530885). He is the host of www.ideabook.com -- a popular center for the exchange of print and online communication ideas.

WANTED:

Several things: I'm looking for an older ten-speed bicycle. Something interesting and definitely not too new. Something with skinny tires and the type of handlebars that curve down. I'm also looking for an older basic Singer sewing machine. Again, an older machine is preferable to a newer one. Nothing too exotic and it doesn't matter if it only does straight stitches. If you have an old ten-speed roadbike with or without flat tires, or a Singer sewing machine, working or not, that you are willing to sell, in any condition, please let me know. Send an email to me at:

michael_shaw@sympatico.ca

Prosoft Drive Genius 2 Updated Again !

Drive Genius 2 is a disk utility from Prosoft that features a wide array of features including directory repair, repartition on-the-fly, device/volume cloning, integrity testing, benchmarking, secure erase and several other tools to help maintain your hard drive. Drive Genius, one of the best Macintosh disk and file repair utilities for new Macintosh computers has just been re-released on DVD as another upgrade, the second update so far in 2008. Earlier this year, back in early Spring, Prosoft Engineering updated Drive Genius to Version 2, an update that entailed a complete rebuild of the standard Prosoft Drive Genius graphical interface. The Drive Genius 2 program was expanded to include a library of eleven freshened utilities and an improved smoother appearance with nicely animated graphics. The application window now shows the utilities as two rows of very slick icons floating over a dark reflective surface. As you mouse over them the 11 icons expand in sequence with a smooth liquid effect similar to the "genie effect" in the OSX Dock. Unfortunately, the Spring 2008 update was not completely compatible with Mac OS X 10.5 because Apple did not provide Prosoft with the Leopard developer kit in time. Apple was finally able to provide Prosoft with the developer kit so they re-released it about a month ago as a Leopard bootable DVD. Present owners of Drive Genius 2 can contact Prosoft to receive a free copy of this DVD.

The Drive Genius 2 DVD can be used to repair your main drive and if you install Drive Genius the application can also be run off the boot disk to repair and make changes to other partitions and external hard drives. Installation is simply a matter of dragging the Drive Genius 2 application to your Applications Folder.

The Drive Genius 2 suite of utilities also comes with a 100-page .PDF manual on the disk (containing information also available from the Help menu in the program) that explains how all of the new tools work. That is not to say that the program is complicated, because it certainly isn't. The ONLY choice that appears when you open Drive Genius Preferences is whether you want to turn the animated user interface on or off. Everything else is taken care of automatically or explained onscreen in the application windows. The user manual is a valuable and informative resource that will tell you what all of the various parts of the Drive Genius 2 suite can do for you. There are a few surprises, especially for people who thought that only DiskWarrior could rebuild a damaged directory. Drive Genius 2 can rebuild the drive table that holds the file information. (This is the portion of the drive that contains information pertaining to the location of all of the files on the volume.) It is a separate maintenance utility from the Verify and Repair functions and may be used separately to repair faulty volumes. Since it rebuilds the structure based on the existing content of the rest of the drive, it can potentially fix errors that Repair tools cannot. The list of other functions built into this new version of Drive Genius is more than impressive: it now covers file and disk defragging, repartition on-the-fly, device/volume cloning, integrity testing, benchmarking, secure erase and other tools to help maintain your hard drive.

The new DriveGenius 2 is built upon the award-winning foundation of the original Drive Genius and adds support for Mac OS X 10.5 Leopard. Improvements have been made to speed and overall performance in the new version. To use it you will need to be running at least Mac OSX 10.4.9 on a 1 GHz G4 or better and have a DVD drive.

Partition - Organize data more efficiently
- Resize volume - on-the-fly (no reformatting)
- Shift volume - on-the-fly (no reformatting)
- Add or Delete a volume
- Reset a hardware device copy
- Hide or reveal a volume

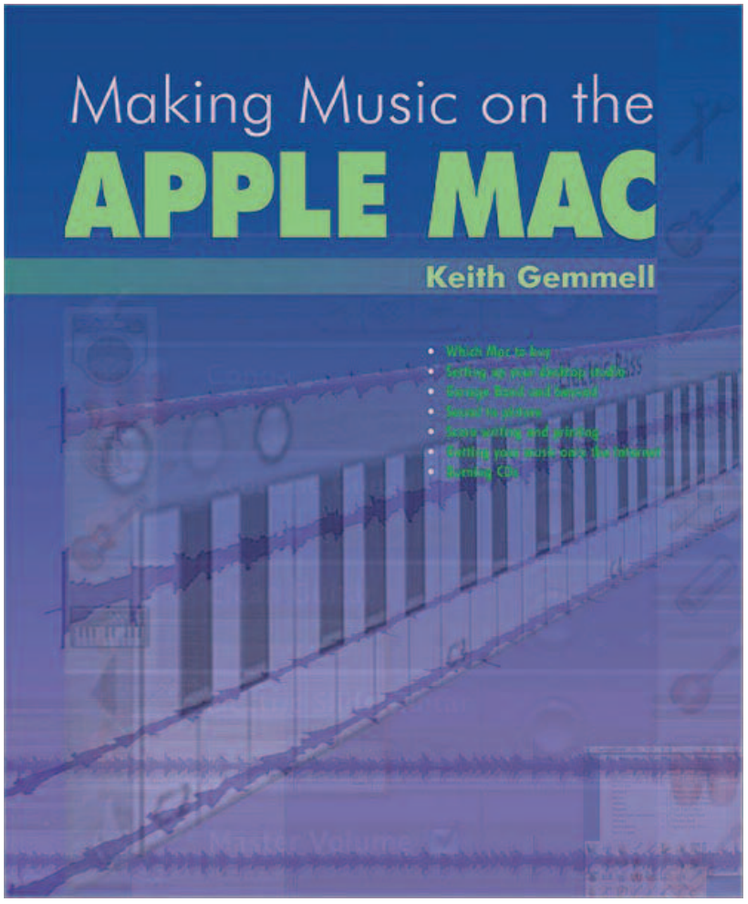
Repair - Fix drive problems after a disaster
- Disk structure repair
- Test Volume structure
- Rebuild directory
- Fix permission

Defragment - Speed up your OS X volumes
- Disk optimization

Duplicate/Backup - Volume and Drive Cloning
- Device Cloning (100% Identical to original)
- Clone Windows or Tivo or Linux drives
- Bad block cloning
- Device/Volume backup to image
- Fault tolerant backup

Shred - Securely remove all traces of data
- Secure volume and drive erase - U.S. Dept. of Defense Compliant

Preventative Maintenance - Find problems before they occur
- Media scan
- SMART check
- Long term Read/Write Integrity Testing
- Enable or Disable volume journaling



Keith Gemmell is a lecturer in Popular Music and Music Technology at Mid Kent College in the UK. He is also a composer, arranger, and commercial MIDI file writer. He also publishes educational sheet music and audio products from his busy Internet site. Keith began his musical career at the age of seventeen playing saxophone, composing and recording progressive rock music for such labels as Virgin, Electra and Elton John's Rocket Records. This valuable experience enabled him to work alongside top record producers such as Gus Dudgeon. Keith also serves as a committee member of the British Music Writers Council. He's become something of a music technology expert and is the author of no less than eight books on the subject published by PC Publishing. He also contributes monthly to Music Tech Magazine.

Whether you're a singer/songwriter, a band member, a dance music producer, a composer, or a music educator, this book will point you in the right direction.

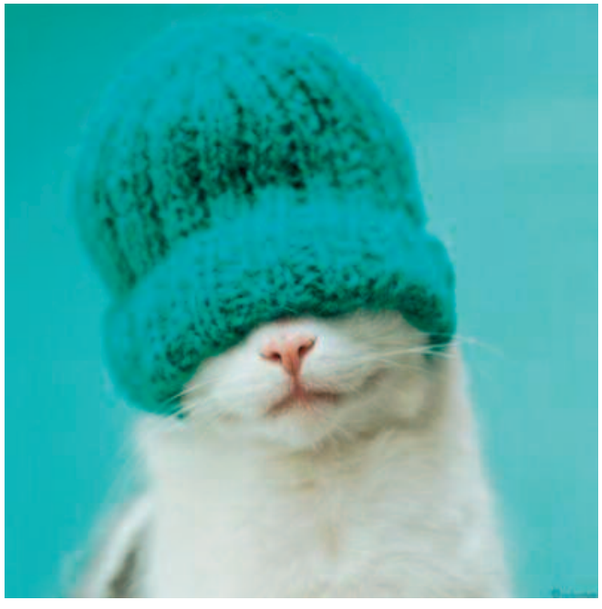
The book starts out with hardware suggestions, like which Macintosh to buy and how to configure it. (Since the book predates the Intel Macs, hardware advice is a bit dated but we don't all have the newest Macs so it really isn't a problem). All you really need to know about the computer is that the faster the processor and the more RAM, the better. And a nice big monitor is a plus, too. Along with the computer hardware setup there is a lot of practical advice about getting the right devices you will need to get your music into the Macintosh, like which type of microphones and other input devices to buy, and what you will need in the way of speakers in order to get your music back out. There's a section on setting up your studio and configuring your audio and MIDI interfaces for optimum performance.

The software chapters cover the GarageBand application very thoroughly. Gemmel show you how to record with GarageBand and use the instruments and loops to the greatest effect. Since GarageBand is free and included with all new Macs this information pertains to everyone who has a Mac and a musical ambition.

The book contains a lot of information about various options involved in distributing your music and what to do with your music if you want to get it heard by a large number of people without incurring a lot of expense. The book explains how to use iTunes and GarageBand to get your music put up on the internet where you can attract people to listen to it online and give you their opinions of it.

This is a really good book for any musician with a Macintosh computer who wants to perform, record and publish his own music, and knows that it can be done but needs to be pointed in the right direction to get started. Keith Gemmel has years of experience with every facet of the music industry and has distilled a lot of his experience and expertise into this volume to make it easier for other musicians to take control of the production end of their art.

Making Music on the Apple Mac
By Keith Gemmell
First Edition May 2005
Publisher: PC Publishing
Softcover
Pages: 113
ISBN 10: 1-870775-95-3
ISBN 13: 9781870775953



Nostalgia: The Mac IIci

Its nostalgia time. For this issue we will be taking a fond look at the Macintosh IIci, one the most successful and important Apple Macintosh desktop computers ever made. We are going back to September 1989 to see what you could get from Apple Computers, as it was then known, for only **US 6,700.00** or **US $8,800.00**. That is not a mis-print. The humble Mac IIci cost a lot more than you might expect but Apple sold a zillion of them in low-end and high-end versions configured with 1 or 4 megabytes of RAM, and either a 40 MB or an 80 MB SCSI hard drive. Hence the two price tags.

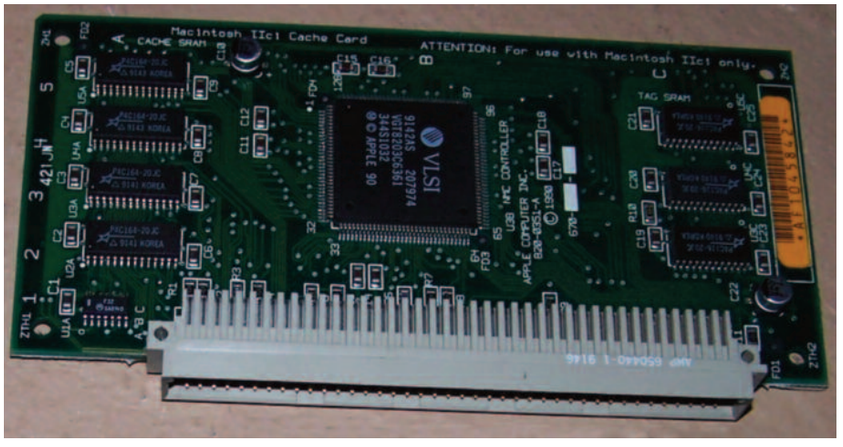
Not every Macintosh model was a winner right out of the box but the 68030 Mac IIci certainly was. For the Apple company, the success of the Macintosh IIci was monumental. It ranks right up there with the SE/30 as a versatile workhorse that helped make the Macintosh name synonymous with quality and made Apple Computers a phenomenal amount of money.

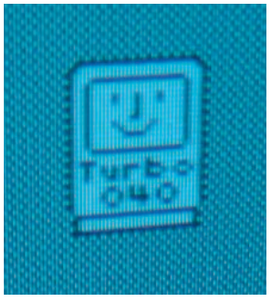
The Apple Macintosh IIci featured a 25 MHz 68030 processor, which represented a huge 65% performance boost over the 16 MHz Mac IIcx it replaced, and came in a compact, easy-to-expand desktop case. To put that 65% into perspective, the fastest new 2008 iMacs represent a speed increase of about 6% over the 2007 models they replaced. The Macintosh IIci was the first 32-bit clean Macintosh, as well as the first Macintosh in the Macintosh II series to feature a Level 2 cache, a PDS slot, and built-in-monitor support. The built-in monitor support came at a cost: The advantage was that users no longer needed to buy a Nubus video card but the problem was that internal video used system RAM. This is sometimes called "vampire video," because it steals memory that would otherwise be available for programs. Depending on bit depth, this activity used anywhere from 32 KB to 320 KB of RAM. Adding a video card was a popular way to increase performance (up to 30%!) and free precious RAM; another boost came from adding a Level 2 cache. This proved so popular, Apple eventually made a 32 KB cache standard.

The reason I'm writing about the Macintosh IIci now, in 2008, is that during one of my bicycle rides around town I noticed a very pretty Mac IIci sitting on a lawn beside the curb, put there for garbage collection with some old Mac monitors and other stuff piled up around it. I guess the residents didn't know that the garbage collectors do not pick up computer stuff like CPUs and monitors any more because of environmental concerns. I used to have a Mac IIci years ago and remember it fondly. I still have some 30-pin SIMMs and old Nubus junk at home from when I owned a Quadra 950 so I decided to liberate the Mac IIci before some kids came along and kicked it to death. It looked clean and when I popped off the lid everything I expected to see was present. All eight SIMM slots were populated and except for the usual buildup of dust it looked OK.

There are a couple of things I'd like to say about this particular unit I found put out for collection: firstly, it was the high-end Mac IIci, the $8.800.00 model with the 80-meg hard drive and extra RAM installed. Secondly, it had the Apple **IIci Cache** card in it, (see picture below) a $399.00 genuine Apple upgrade that boosted performance another 20% over the stock configuration. Thirdly, it still had the original Apple-branded SCSI hard drive in it, with version 3.1 of QuarkXPress installed **and a whole lot of folders of business documents and invoices from various employee accounts at the company it was used at.** Fourthly, all three Nubus slots were unused. Fiftly, when I opened it up and gave it a shake, hoping to dislodge some of the dust bunnies, about a dozen healthy, active earwigs fell out. I hate it when that happens. The excitement of the shaking drove the rest of them to seek shelter in the power supply and in the narrow crevices between the SIMMs and under the logic board so the next dozen earwigs were not as easy to chase out. I did dis-assemble enough of the computer to make sure there were almost none still present when I eventually cabled it up and turned it on.

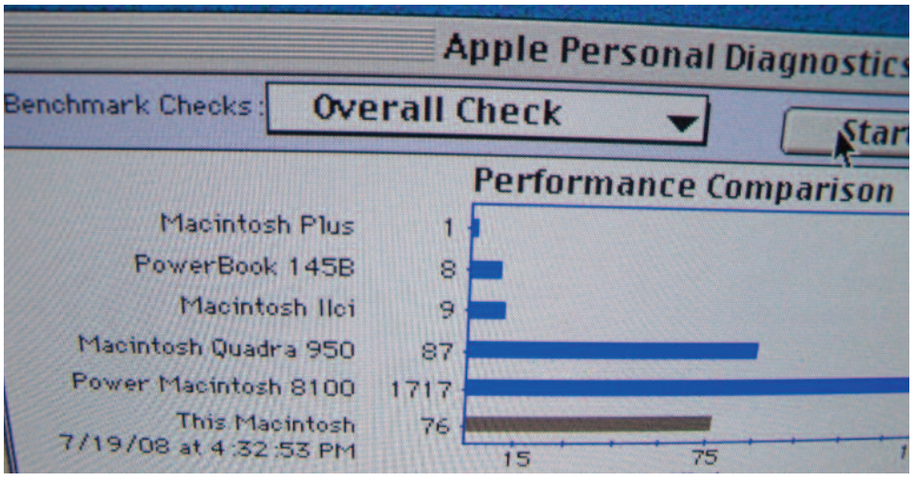
As with all of the other really important Macintosh models, the Mac IIci created opportunities galore for the companies that produced aftermarket enhancements and accelerators. Digging around in my leftovers from when I had





Nubus Macs I found a few of the very best. The card pictured at right is the **DayStar Turbo 040 68040 Processor Upgrade.** Hot damn !!! In stock form the Mac IIci can only run any Mac operating system from 6.0.4 right up to Mac OS 7.6.1 (a serious limitation) **but with a 68040 processor upgrade it can run any system up to and including Mac OS 8.1.**

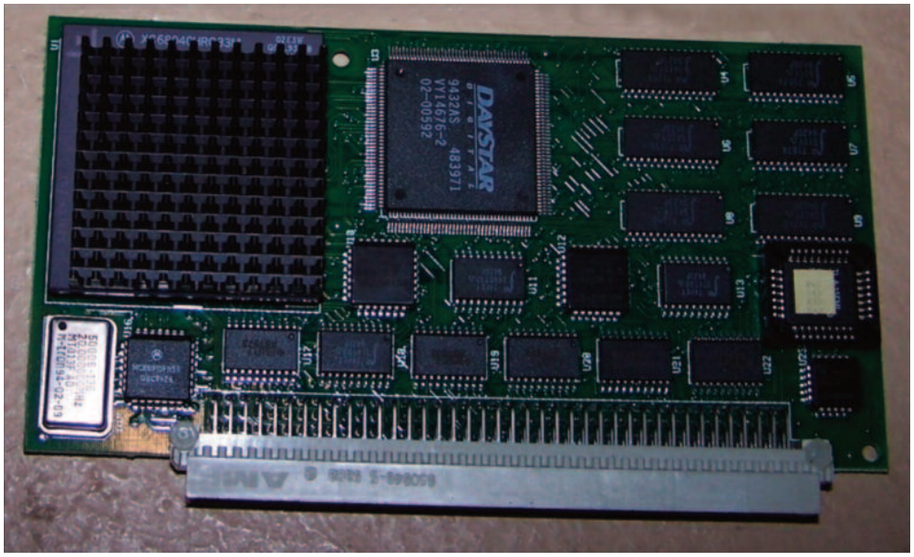
The **Daystar Turbo '040** (picture at right) is the same size as the **Apple IIci Cache** card on the previous page and is designed to replace it. Later versions of this 68040 card have 128 KB onboard cache memory, while older ones have a socket to accept a cache upgrade. Versions running at 25, 33, and 40 MHz were created, and the slower models were available with and without an FPU. These upgrades have truly remarkable compatibility. While they were originally engineered for the Macintosh IIci's cache slot, DayStar developed adapters that allowed Mac II, IIx, IIcx, IIsi, IIvi, IIvx, and SE/30 to attain **68040 speed and performance**. The **Apple Personal Diagnostics** benchmarking program I ran on the IIci shows a rating for the stock Mac IIci as "**9**" compared to the Mac Plus and the same Mac IIci with the Daystar Turbo card installed got a rating of "**76**". That's a performance improvement of over 800%.



Performance has its price: **DayStar Turbo 040 68040 Processor Upgrade** had a list price of US $1,899.00. That might sound expensive by today's standards but in 1993 if you could afford to spend almost nine thousand dollars for a computer and then found you could make it **eight times faster** by spending another two thousand dollars, you would probably not hesitate.

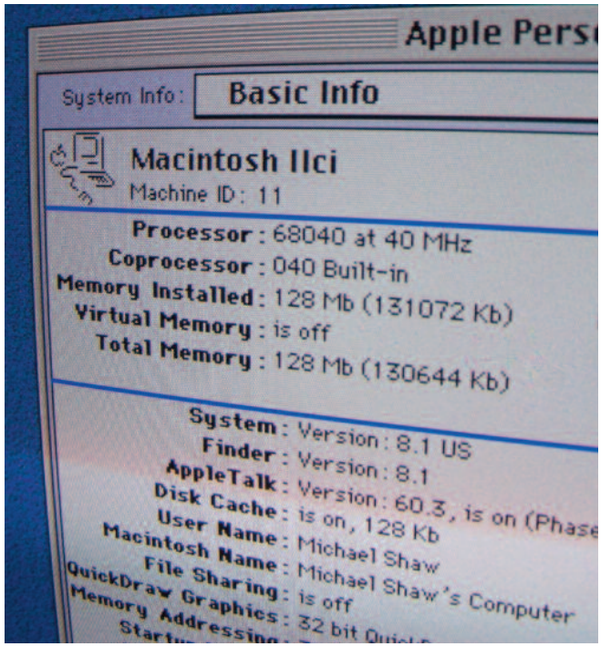
For a look at the effect the Turbo '040 had on performance, check out this video: **http://www.youtube.com/watch?v=BDqDphSapV8**

The only thing left to stick in was more RAM and a Nubus video card so I pulled the eight old 1-meg 30-pin 80ns SIMMs and replaced them with eight 16-meg 60ns SIMMs to bring the RAM up to a respectable 128 Megs of RAM (remember, as the high-end model this computer shipped from Apple with **a whopping 4 Megs of RAM** installed) and then I dug into my supply of Nubus junk again and found an old **Radius Precision**



24XP Nubus video card and a **Daystar DSP Charger** board. The Daystar Charger is a video draw accelerator on a Nubus card. **It uses two AT&T 64MHz DSP chips to accelerate graphics functions in Photoshop and similar programs by at least 10 times**, according to DayStar. That means warp speed blurs, rotates, and resizes, among other accelerated effects. Like I said, the success of the Macintosh IIci created opportunities galore for other companies. So, one Nubus slot has the 24-bit video card and the other has the twin-DSP accelerator. That just leaves one empty Nubus slot which I just happen to have an ethernet card for. The ethernet card has the standard RJ45 port so now the antique Mac IIci, at almost twenty years old, can become part of the home ethernet network and print to the LaserWriter, function as a file server or go out onto the internet.

To many of you this whole exercise may seem a bit pointless, getting a Mac IIci kitted up to run like a rocket, but this whole project was actually very gratifying and inexpensive. Nubus stuff is garbage by any modern computing definition and most of the stuff I used to fix up this IIci was either found (free) or it was the type of junk that is now available on any Mac SWAP list for the price of postage. Hunting the internet for antique drivers and obscure control panels is just part of the quest that makes this sort of endeavour a challenge and a pleasure.



Article submitted by Michael Shaw

NEW in August 2008: QuarkXPress 8 !

Twenty years ago, 'way back in 1987, Quark helped spark the revolution in desktop publishing with the release of **QuarkXPress**. Back then most publications were produced mechanically. QuarkXPress introduced precision typography, layout, and color control to the desktop computer, and it delivered those features to designers at a fraction of the cost of proprietary typesetting systems. This revolutionized the process of desktop publishing and reduced the time and cost involved in producing huge documents like catalogs, manuals, magazines, advertising and every other document which involved manipulating text and pictures to be printed on paper.

During the past twenty years Quark has often been criticized because they have been very slow to update the program. Without serious competition there was no need to improve the product or lower its price. **In twenty years QuarkXPress has only been overhauled half-a-dozen times and the version currently available is version 7.** Over three million customers in more than 100 countries worldwide rely on Quark products to create, design, and manage their publications - from newspapers, magazines, and books to advertising, catalogs, brochures, online material, and more.

QuarkXPress is one of the most important programs ever written to run on your Macintosh. It ranks right up there with Adobe Photoshop in terms of how influential it has been in the Mac community and in terms of the numbers of Mac users who have made their mark in the world with it. What we know as "Desktop Publishing" is a science that reached its acme with the perfect union of QuarkXPress software and the Macintosh computer. I would even go so far as to say that in the last century **QuarkXPress was as important and integral to the success and spread of the Macintosh in the 1990s as solitaire and Freecell were to the popularity of Windows computers.**

Now Quark has announced with much fanfare and a celebratory tour of America that some time this month, in August 2008, we will see the next major Quark update, the global release of **QuarkXPress 8**. (The **QuarkXPress 8 Xperience Design Global Tour** will be traveling to nine cities in the U.S. in July and August. The events are open to the public, although registration is required. Additional information is available at the Quark Web site). The tour, which runs until October, officially began with a customer event at the company's headquarters in Denver. The company has plans to mount events in 30 countries in Europe, Australia and New Zealand, Asia, the United States, and Latin America. Quark plans to host a 58 city international tour to introduce QuarkXPress 8 to creative professionals. The **QuarkXPress 8 Xperience Design Global Tour** will offer attendees the chance to discover the new interface of XPress 8 as well as learn how to apply their design skills across print, the web, and to Flash. Attendees will also learn about the new tools in QuarkXPress 8, including native Illustrator file import, improved picture, illustration, and text tools, fully customizable hanging characters, and design grids. **The company also promises to release a 60-day, fully functional test drive version of its newly-upgraded graphics and design suite very soon.**

For the first time in their history the company has developed a unified QuarkXPress application with a single file format for all markets. Quark Passport will be obsolete once QuarkXPress 8 ships, and users will be able to open and edit documents regardless of what language the original file was created in.

Time will tell if this new version of the program lives up to the hype. In order to keep their customers happy and keep them buying copies of QuarkXPress 7 in the face of this pending update, Quark is offering a **free** copy of QXP 8 to anyone who buys QXP 7 between May 1st and August 1st.

In my opinion, Adobe Systems has to take a lot of the credit for the general excellence of this new version of QuarkXPress. After years of complacency and dominance in the field of desktop publishing, based mostly on the general excellence of its software and a reluctance at Quark to not fix what wasn't broken, QuarkXPress was challenged by Adobe's InDesign to improve its product and its image. All of the recent

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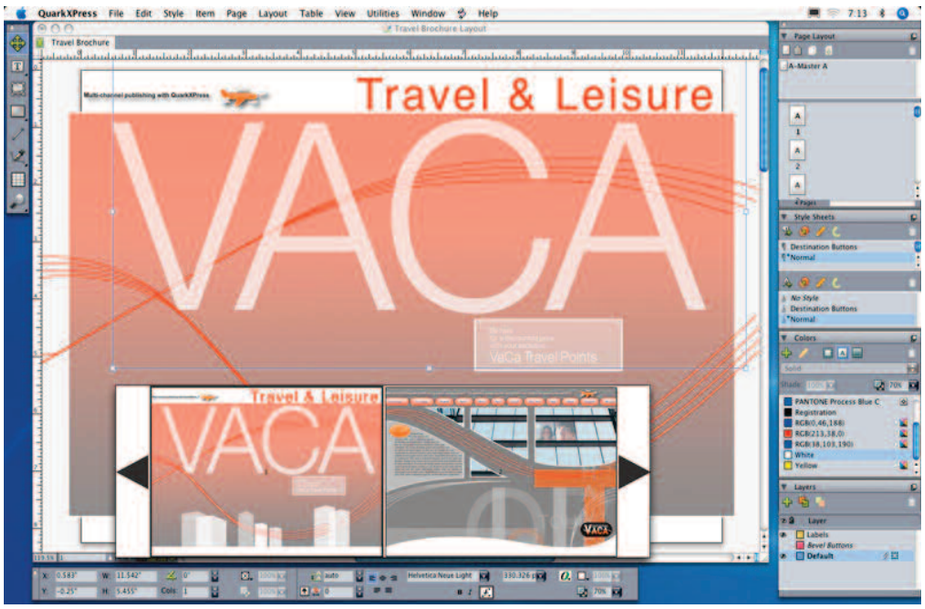
Quark Revolutionizing Publishing. Again.™
QuarkXPress 8
Xperience Design

software products from Quark have shown how seriously a bit of serious competition can improve the market for consumers.

The software designers at Quark, Inc. have built on the solid reputation of previous versions of QuarkXPress to attract creative professional users, and they have made award-winning improvements to bring a product to market that raises the standard against which all other desktop publishing programs are compared. In this respect, they have rolled back the clock to a time when there was just Quark at the top of the heap, and nothing else was nearly as good. In response to criticism of the high cost of previous versions of the program, modern versions of QuarkXPress are now priced to compete with the Adobe product InDesign but comes with superior built-in Web and Flash authoring tools. I can personally attest to the fact that (unlike Adobe's) Quark's Customer Support has been fast, courteous, and free.



I will not be writing about the many new features of QuarkXPress 8 in this issue. I have only received my own copy by courier today and will be taking a few weeks to get comfortable enough with it to switch over from QXP7 to use QXP8 produce the next issue of the DoubleClick. However, I have been advised that the promised fully-functional 2-month trial copies of QXP8 will be available on the Quark website very soon so you can all visit the Quark website and watch the tutorials and download your own copy to play with. Like many well-designed powerful programs the QuarkXPress application is paradoxically very easy to use... but very difficult to use well. There is just so much there that empowers the user and requires hands-on practice, some genuine creative ability, and a good grasp of the effects you want to achieve. It comes with a User Guide to get you started but there are lots of resources (like online videos and tutorials on the Quark website) and books about previous versions of QuarkXPress to get you started. Quark 8 is too new to have books written about it yet.

In the final analysis the program will have to compete with the very best desktop publishing software in the world in order to make its way. This new version of Quark XPress already stands well above programs like InDesign, MLayout, Ready,Set,Go!, Ragtime, Pages, Create, and DesktopPublisher Pro but the question every Quark user wants answered is how will it compare to QuarkXPress 7.31 and QuarkXPress 6.5. For an accurate and unbiased 25-page answer to this question, see the report located at :

http://www.pfeifferreport.com./

Pfeiffer Consulting started with a vision: to provide in-depth information, reliable, independent benchmarking and consulting services. Since the company's creation, in 1998, Pfeiffer Consulting has striven to redefine high-level strategic and technical information, and to offer timely strategic information for decision makers in the technology and media busi-

ness. Working with a group of renowned experts, Pfeiffer Consulting provides high-level consulting services for technology companies and content providers alike, ranging from technology audits and implementation studies to user-interface consulting and independent benchmark reports. This is the company that Quark chose to evaluate QuarkXPress 8. All benchmarks were conducted on a quad-core, 3GHz Mac Pro equipped with 4GB of memory. Each set of steps was executed three times in a rigorously identical fashion. All 25 benchmark results were included in the Pfeiffer Consulting report and used to create the benchmark and all 25 benchmark results appear on the Pfeiffer Consulting website.

The aim of the benchmarks was to **quantify** the impact of the various user interface improvements introduced with QuarkXPress 8.0 on real-world productivity and design efficiency by using the types of activities that most Quark users normally perform with the program. The benchmark project was comprised of a wide variety of efficiency and productivity measures, focusing on various functions and user interface improvements introduced in the new release. **A total of 25 benchmarks was conducted.** The benchmarks in this project were conceived to test four specific groups of user interface and productivity enhancements in QuarkXPress 8.0:

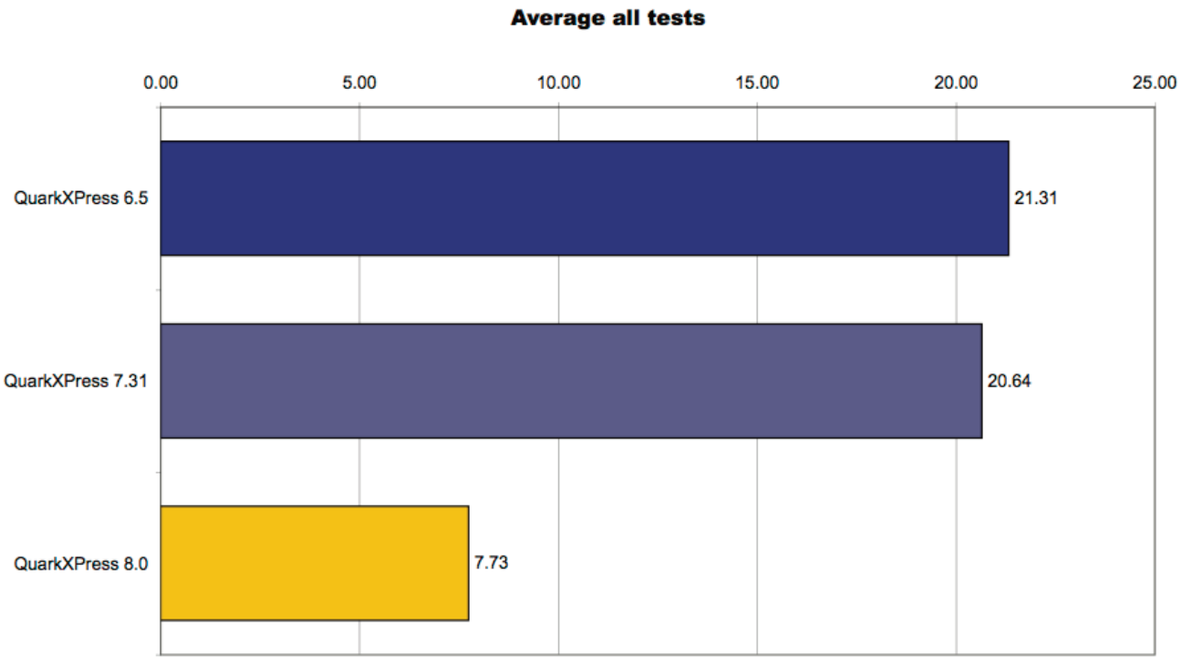
- **Tool behavior**
- **Picture import and manipulation**
- **File import**
- **Design efficiency**

- **Tool Behavior Benchmarks**

Switch tool, import text file •
Automatic switching of content type
Switch tools - Mouse vs. direct select (10 individual operations)
Switch tools - Keyboard vs. direct select (10 individual operations)
Centered scaling of object

- **Picture Import and Manipulation Benchmarks**

Import picture and change crop
Import picture and rotate
Import picture, rotate and change crop
Import picture, scale and change crop
Import picture, scale, rotate and change crop



- **File Import Benchmarks**

Boxless file Import
Import / Fit to box vs. Drag and drop from Finder
Multiple import vs. Drag and Drop from Bridge
Build complex page (multiple text and image import)
Import text files into 3-column grid
Direct import of native Adobe Illustrator file
Direct update of native Adobe Illustrator file

- **Design Efficiency Benchmarks**

Style sheet update: Simple change
Style sheet update: Two changes
Style sheet update: Multiple changes
Position four ruler guides precisely
Convert text to outline and place
Convert text to outline, place and set color
Change Leading (2 styles changed) vs. Change Baseline Grid Style
Change Leading (3 styles changed) vs. Change Baseline Grid Style

Benchmarks were defined to reflect the work reality of professional designers and creative professionals using page-layout applications, and are based on years of market research and production experience with QuarkXPress workflows. All individual steps and their order of execution were precisely defined and executed to insure that each benchmark reflected the fastest possible way of achieving a particular result within each application environment. Common keyboard shortcuts were used where available. The results shown above are the average of all tests performed but some results were more striking than others: *Direct update of native Adobe Illustrator file*, for example, took over 15 seconds with QXP v6.5 and QXP v7.31 but less than 3 seconds with QuarkXPress 8.

There will be a fuller report on QuarkXPress 8 in next month's issue. Watch for it !!

Downlad an evaluation copy of QuarkXPress 8 now at:
http://8.quark.com/en/evaluation.html

MaUsE
Macintosh Users East

Zamby

Zamby is the kind of game I call the push box type. Each level requires you to get from point A to point B by moving boxes. This is very reminiscent of the classic Japanese game of Sokoban. It is a puzzle as to how to move the boxes to cover the terrain and allow you to escape the level. As with most games of this type, there are water hazards to be crossed and trees that get in the way. You are provided only with bombs to help clear the way. The rest is up to your planning skills. It has some aspects of chess to it since you need to plan several moves ahead. Zamby is a comical little creature that goes around collecting gems. The game may appear to be child like but it is very difficult. It will take all your brain power to solve the many highly challenging levels of this game.

There is a lot of help provided to start the game. The second item in the initial screen is for help. I strongly suggest that you read this after you have played a few levels. When you choose the 'Play' option, you are given the choice of two adventures. I recommend the Kids adventure to start with. It will get you going and explain some of the intricacies of the game. This is not to imply that the game is hard to learn. It is very easy to move Zamby along using the arrow keys. It is solving the puzzles that may cause the anxiety. There are not as many obstacles to overcome in this 'Kids Adventure' but you will still be pushed to complete all the levels. If you choose to skip this adventure and go for the 'Quest for the Crystals' adventure, you will still be given help for the first few challenges.

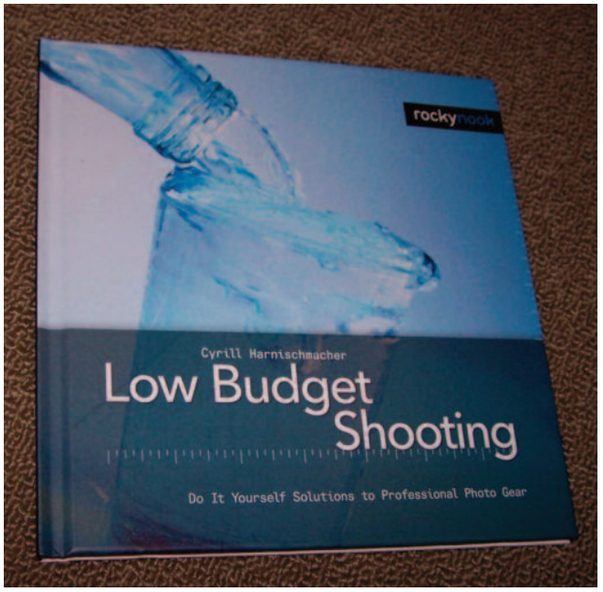
The strategy part of the game requires you to slide boxes out of the way or use them to make bridges over water hazards. Bombs can be used to blow up rocks and to send boxes flying across the open spaces, including the water. The bombs are assigned per level. They are not accumulated as you progress. Ice patches cause the boxes to skate across their surface until they hit something solid. Zamby has no problem walking on the ice. There are evil wizards that will zap him if they get a direct shot. A box can be used to block this event. There are spiders which move opposite to Zamby and will cast a web across any straight clear space. There are other problem creatures to deal with and I will let you discover those on your own.

The most intriguing strategy of the game is the use of multiple bombs. If you set off a bomb beside another bomb, the second one will go scurrying across the open space and then blow up at the new location. The bombs have about a three second fuse. It took me a while to properly use this ability. Zamby himself is immune to the explosions. You don't have to move him out of the way. I only fully understood the use of the multiple bombs by watching the solution to a level I had no clue on how to solve. Did I mention that there is a hint and a solution included in the menu for each level? Try to forget this fact. It is much more fun trying to figure out the puzzle yourself than seeing someone else do it. Give the tough levels a couple of days. I usually have success with a level if I leave it for a day and come back to it. Often the solution presents itself to me when I leave it alone for a time.

There is no time limit to the game. The only pressure comes from trying to beat the puzzle. If you make a wrong turn, you can simply click the undo button (press U) and you will be pushed back a step. There is no limit to the amount of backtracking you can apply. You need not repeat the level from the beginning due to one bad move. As you move up the many levels of the game (54 in the Kids Adventure, 70 in the other), certain secret missions become available for you to solve. This adds 24 more puzzles. Also, you can go to the Zamby web site and add more levels. You can also make your own puzzles as there is a level editor which allows you to create your own for others to try.

Zamby can be downloaded from http://www.kristanix.com/zamby. A free demo version of the game allows you to play and get the feel of the early levels. The full version with 150 levels available costs $20. There is a 60-day money back guarantee. But try it out first and see what it is like. If you enjoyed Sokoban, you will like this game.

Article Submitted by Marcel Dufresne



Book Review:
Low Budget Shooting

As you know from reading the articles in previous issues of the DoubleClick, MaUsE has been fortunate to have been accepted by O'Reilly Publishers and Peachpit Press into their User Group programs. As such we have received many wonderful award-winning books into the MaUsE Resource Library and to be used as raffle prizes at our monthly Meetings. One of the most popular items we ever received for our Resource Library was Cyrill Harnischmacher's wonderful **Closeup Shooting,** a book reviewed in the DoubleClick a few months ago. That book was the second volume of Harnischmacher's trilogy, the third volume of which is due out next month, in August 2008. It will be titled **Digital Infrared Photography** and I will try to get a copy of it for our MaUsE Library as soon as it becomes available.

Because of the popularity of **Closeup Shooting** among our MaUsE digital photography enthusiasts, I made a point of asking O'Reilly if they could send us a copy of Cyrill Harnischmacher's **Low Budget Shooting**, *the first book in his trilogy and the book that won him the prestigious Fotobuch-award of the German Booksellers Association in 2005*. We have now received a copy of this wonderful book and it is available as a MaUsE Library loan for up to one month to any MaUsE Members who request it.

Photography is the type of hobby that quickly turns into a passion for many of its followers. And the pursuit of passion can become very expensive. No matter what type of equipment you have there is always something extra and costly that you could use if only you had it. That is where this book comes in. **Low Budget Shooting** is the one-stop source where you will find instructions and a shopping list that will help you to build an array of useful, practical and inexpensive photographic tools. The book is based on the author's many years of experience as a working photographer. Cyrill Harnischmacher is a studio photographer by profession in Germany and a nature and infrared photographer by passion. As every commercial artist knows, getting the job done right, at cost, and on time can often require adapting materials at hand to augment the tools of the trade. Just one look at the pictures of the equipment in this book will give any photographer ideas about adapting ordinary objects and materials in ways that will replace expensive photographic equipment costing hundreds of dollars.

Like Harnischmacher's other book, this little hard-cover volume is filled with full-color images and easy-to-follow text. This book shows how to build essential lighting and studio equipment, how to make the perfect light-table for shooting small objects, and how to build reflectors, soft-boxes, and light-tents that really work. It also tells where to get some of the little helpers that make a photographer's life so much easier. This clever little book is a creative and valuable resource for most any photographer.

Low Budget Shooting (Hard Cover)
Do It Yourself Solutions to Professional Photo Gear
By Cyrill Harnischmacher
First Edition June 2007
Publisher: Rocky Nook
Pages: 72
ISBN 10: 1-933952-10-5
ISBN 13: 9781933952109

Easy External Storage

Notice to MaUsE Raffle Winners

Over the past few years we have had some wonderful raffles at our MaUsE meetings. We have seen either individual programs and utilities or entire series of offerings from companies like Stellar, Markzware, Micromat, Prosoft Engineering, Joesoft, SubRosaSoft, Mariner, Adobe, Auto FX, Alien Skin, AKVIS, Mariner, Green Apple, Freeverse, Artlandia, IMSI, Smith Micro, Aquafadas, onOne, Mireth Technology, Intego and many, many more.

If you have won software at MaUsE Meetings please make sure that you:
• 1 • Install and register your software.
• 2 • Keep your software registration information in a secure place.
• 3 • Check the company website for updates, especially if you have updated your operating system to Mac OS X 10.5 Leopard. This is especially important if you have won Micromat , Alsoft or Prosoft utility CDs or DVDs that you will be using to start up your Mac OS X 10.5 computer.

3.5" External Enclosure
ME-720 Series
Anti-shock design
BYTECC
UP TO 750GB
Work with PC and Mac
Fitting for 3.5" HDD/MO/ZIP/Jazz/LS-120
Work with both PC and Mac
Plug and Play
Hot-swappable connection
Support Windows 98SE/ME/2000/XP
Dimension (L x W x H) : 213 x 128 x 36
With 30Watt External Power Supply
AC input : 100 - 240V
DC output : +5V 1.5A / +12V 1.8A
Safety : UL/CUL/TUV approved

I recently found an offer I couldn't refuse on the Low End Mac SWAP List. A seller was offering a new empty 3.5 inch **ME-720 BYTECC** external hard drive enclosure with USB 2.0 & Firewire connectivity for next to nothing. (The "3.5 inch" designation indicates that it accept normal hard drives out of desktop computers, not the little 2.5 inch drives commonly found in notebook computers). The way it worked out I paid for postage plus about $5.00 for this drive case and it was incredibly easy to assemble and configure.

I raided one of the old PCI Mac clones in the basement to get a 80-gigabyte hard drive to use with it. Since the hard drive was already the only drive on a cable I knew it was already configured as the Master, or Single drive. All of the hardware required to attach the drive to the metal plate at the bottom of the case is provided. As you can see from the picture (above left), there are only two connectors inside the case. There is a black connector on a ribbon cable for communication and a 4-wire white power connector cable to provide current. Plug them both in and the electrical part of the job is done. On the back of the case there is a port for the power converter, one USB 2.0 and two FireWire ports, and an ON / OFF switch. Rubber feet on the bottom of the case elevate it so that the built-in fan can cool the drive and exhaust the warm air without obstruction through the slots under the case. The unit is compact, quiet and works well as a back-up drive for any computer we connect it to. We've been using it for about a month as extra storage capacity connected to Caro's iMac and it is fast and effective.

More Apple New$

Apple announced their incredibly good 3rd Quarter 2008 financial results on July 21st. Apple posted revenue of US $7.46 billion and net quarterly profit of $1.07 billion. This compares favorably to revenue of $5.41 billion and net quarterly profit of $818 million in the year-ago quarter. Apple shipped 2,496,000 Macintosh computers and 11,011,000 iPods this quarter.

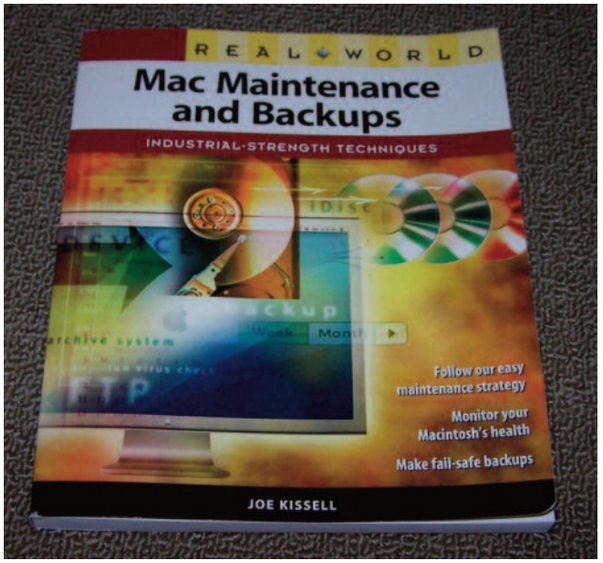
"We're proud to report the best June quarter for both revenue and earnings in Apple's history," said Steve Jobs, Apple's CEO. "We set a new record for Mac sales, we think we have a real winner with our new iPhone 3G, and we're busy finishing several more wonderful new products to launch in the coming months."

Looking to the fourth fiscal quarter 2008, Apple expects to earn a revenue of $7.8 billion and earnings per diluted share of about $1.00.

The Mac sales numbers represent 41% unit growth over last year's quarter and the iPod sales represent 12% unit growth over last year's numbers. Apple's results do not include iPhone sales, which were deferred until the 4th quarter. Apple's financial results webcast will begin at 5pm ET / 2pm PT. MacRumors will provide running highlights of the webcast.

Highlights

- Very pleased to report highest June quarter earnings and revenue.
- 38% growth in revenue over previous year-ago quarter
- Highest quarterly Mac shipments ever
- Continues to see healthy growth in all regions, sales in retail stores very strong
- Mac: 2.5 million Macs shipped. Most in any quarter in Apple's history.
- Apple's share of total personal computers up to 19.5% in June
- Best Mac quarter ever in U.S. education
- Sold 11 million iPods. Up 12% from year ago.
- Great start with iPhone 3G. 22 Countries. 1 millionth iPhone 3G just 3 days after its launch.
- Customer reaction to iPhone 3G overwhelmingly positive.
- App Store: offers more than 900 applications, with 20% free. 90% less than $10.
- Customers loving the App Store. Over 25 million Apps downloaded so far.
- Retail Stores. 476,000 Macs sold. 1/2 were sold to customers new to Mac.
- 216 Stores Worldwide by end of Quarter. Extending international stores. Switzerland and Germany coming.
- Looking forward to 4th Quarter: Great start with iPhone 3G. Expect to sell more iPhones in Q4 than any previous quarter. Due to subscription recording, much of the revenue will be deferred to future quarters. "Future product transition". Can't discuss today.
- More great new products later this year.



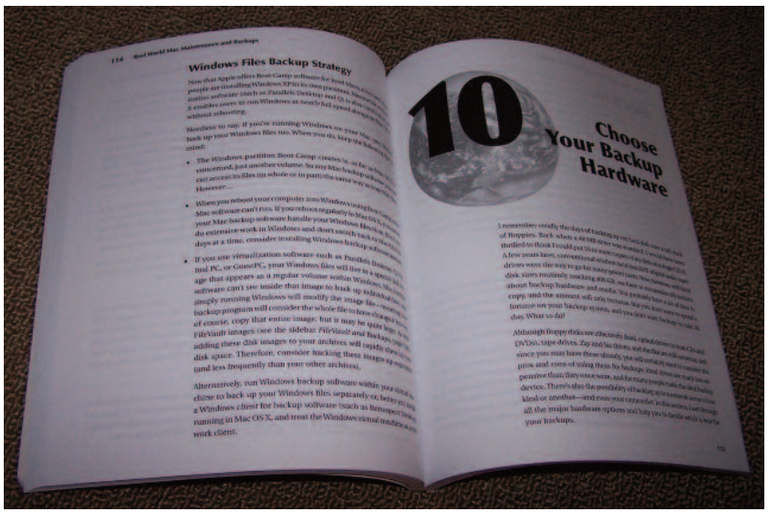
Book Review: **Mac Maintenance and Backups**

If Joe Kissel's name sounds familiar it's because we have featured some of his T**ake Control** ebooks at our meetings and in our MaUsE raffles. Joe Kissell spent 10 years in the Macintosh software industry before writing numerous books, including 12 of the most popular **Take Control** ebooks. He's also a TidBITS senior editor and a frequent contributor to Macworld.

Times have changed and we've come a long way since rebuilding your Desktop and running Norton Utilities was the solution to taking care of your Mac. There is so much advice and information available on the internet, (a lot of it either wrong or ineffectual), about the importance of repairing permissions, defragging files and drives, running disk repair utilities, and running regular maintenance scripts that **its nice to find a no-nonsense practical guide to how Mac users should go about making sure that their data and drives are properly monitored and cared for.** We have looked at other books from the Peachpit Press "Real-World" series and in every case they have been found to be very well written practical guides to the topic they cover.

Are you making reliable backups and performing regular maintenance on your Mac? Too few Mac users take the time to do so, and they regret it when something goes wrong. That's where Macintosh expert Joe Kissell can help. You'll learn how to keep your Mac running smoothly with a set of daily, weekly, monthly, and yearly tasks, plus get advice on preparing for Mac OS X updates. You'll also find out how to monitor your Mac to detect problems early and where to turn if trouble raises its ugly head.

But the most important aspect of maintenance is a rock-solid backup strategy that protects all your important data in the event of catastrophe. To that end, Joe provides an at-a-glance comparison of different strategies, explains the pros and cons of each type of media, and helps you pick the best backup program for your needs. You'll find time-tested recommendations that help you set up, test, and maintain your backups, complete with instructions on how to restore after a crash. Important lessons you'll learn along the way include the utility of having both a duplicate and an archive, the necessity of testing backups, and the importance of offsite backups.



At various MaUsE Meetings we have talked about back-up strategies, disk repair utilities, and the importance of keeping your data safe. I have often said that after owning a new Mac for only a few months the files on your hard drive are usually worth more o you than the computer itself. The information in this book is essential to developing an awareness of the importance of having a strategy in place to safeguard the data in your computer because we can all become complacent and get ourselves into trouble if we don't have a plan. Everyone knows that hard drives do fail, and files do disappear when it happens, but there are ways to minimize the risk of this happening and ways to diminish the impact when unforseen disasters do occur. It's all in the book.

In this book you'll find the answers to questions like these:

- When is my Mac likely to have trouble?
- How can I find out which unnecessary files are taking up space on my disk?
- Should I defragment my hard disk and repair permissions regularly?
- What is the best backup software and hardware?
- How can I make sure I can restore from my backups?

Real World Mac Maintenance and Backups (Real World) (Paperback)
Part of the Real World series.
by Joe Kissell
225 Pages
October, 2006
Published by Peachpit Press.

Peachpit

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Macintosh Users East